



Alive Character Design: For Games, Animation and Film

Haitao Su, Vincent Zhao

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Follow this lively and entertaining book as it illuminates the basics of effective character design. Whether male or female, animal, monster or alien - certain rules apply that animate the figure and elevate it from a two-dimensional plane. Knowledge of anatomy and proportion provides a framework and is crucial to attaining a convincing characterization. Facial expressions and body language complement the whole, conveying emotion and intention through subtle nuances of line and form. Utilizing a broad assortment of sketches and finished illustrations, the fundamentals of process are revealed - from the divergent contours of gender to the anthropomorphization of animals, from the constraints of morphology on motion to the effects of environment on new species. A must for working and would-be animators alike!

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